

A dramatic space-themed title card for 'Galactic Reign'. The background features a large, detailed planet with a bright, glowing horizon on the left, set against a dark, star-filled sky. Two sleek, futuristic spacecraft are positioned in the lower foreground, one on the left and one on the right, both angled towards the center. The title 'GALACTIC REIGN' is prominently displayed in the center in a large, bold, white, stylized font with a slight 3D effect.

GALACTIC REIGN



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Overview

- How the System Works
- How the System Managed
- How the Game is Animated



HOW THE SYSTEM WORKS



How the System Works

THE 2D GAME





EXIT



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PHASE 1 PHASE 2 PHASE 3

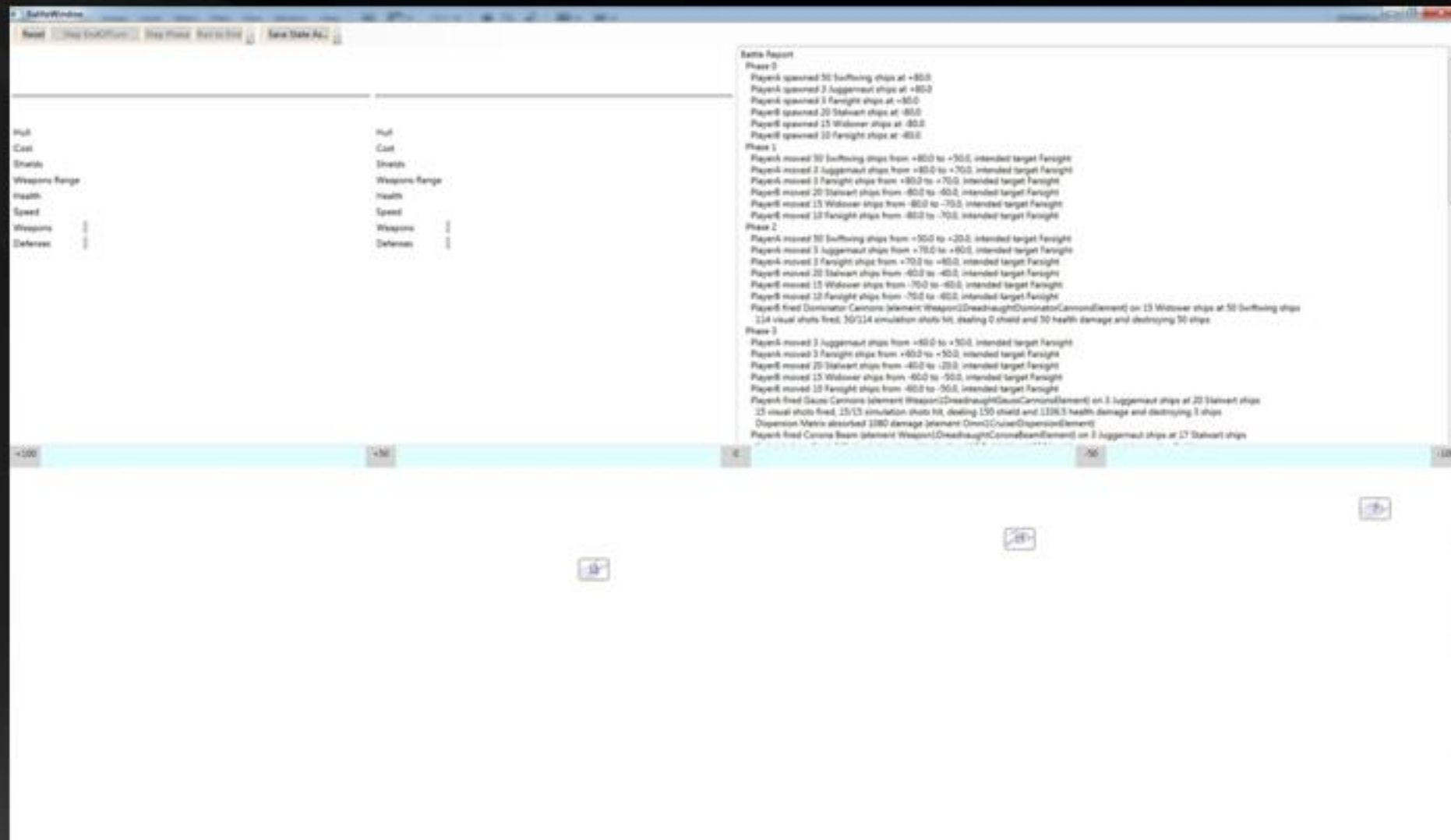
Collect
underpants



Profit



Holodeck



How the System Works

SHOT PLANNING & CREATION



➤ *Data Parsing Issues*

- Overall the parsing system worked, but not to the full extent we intended.
- Map emotional graph to:
- Lighting styles
- Camera angles
- Action selection.
- Read the overall game progress and take into context.





The Classic Story Formula

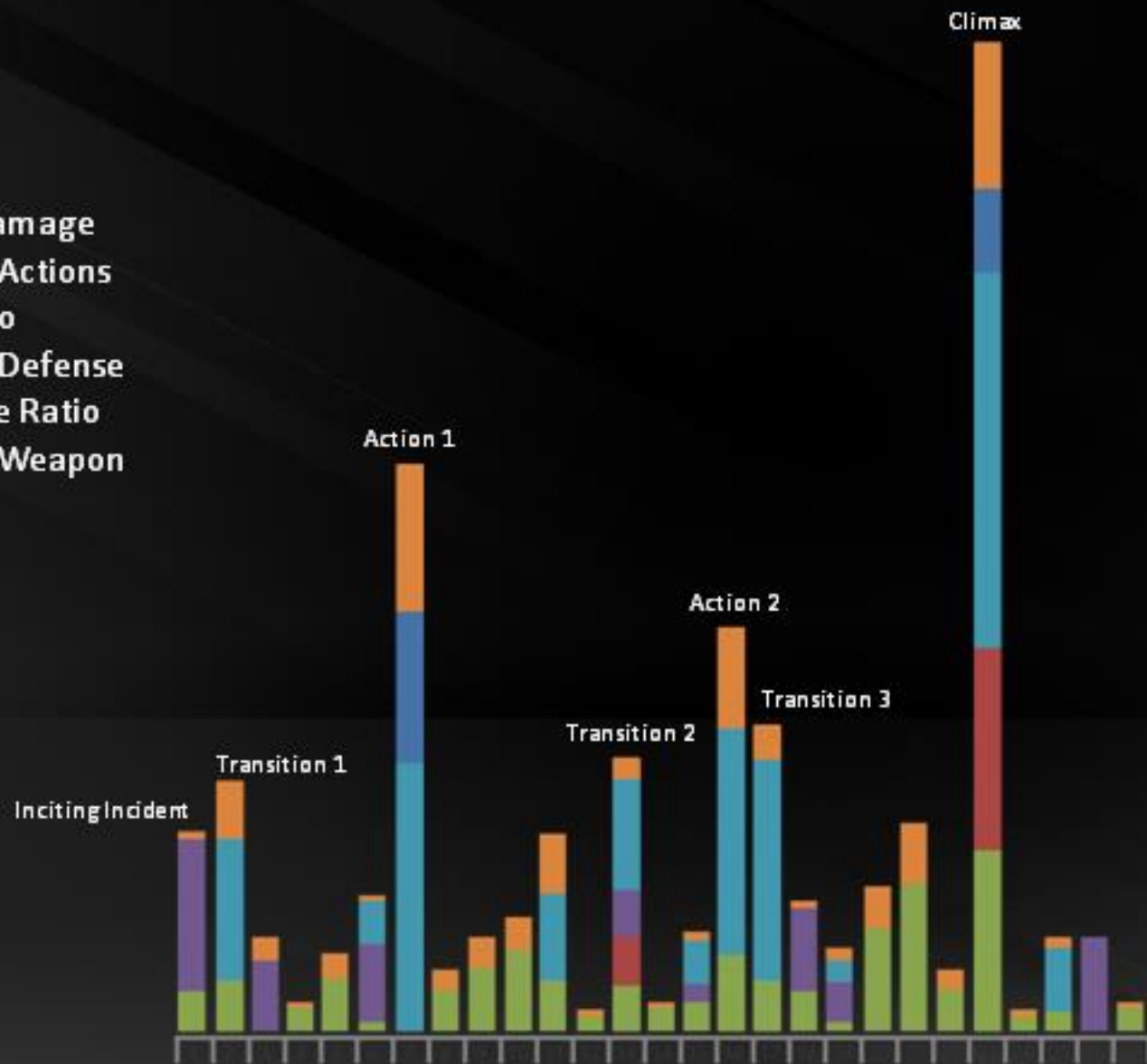



```

<?xml version="1.0"?>
<BattleScript xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" ScriptVersionNumber="7">
  <FleetDescriptions>
    <FleetDescription PlayerID="Player A" Species="0">
      <TokenDescriptions>
        <TokenDescription TokenID="Token_1e47377fd3174b1-b600-24c11bd6215" Hull="Strike r" HullVariation="1" InitialPopulation="282">
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            <AttachmentDescription Name="Light Flek Cannon" Category="Ballistic" ModeIDName="Strike_r_ballistic_light" />
          </Attachments>
        </TokenDescription>
        <TokenDescription TokenID="Token_3c92c346-2065-442c-8c30-929c437c77cb" Hull="Destroyer" HullVariation="2" InitialPopulation="80">
          <Attachments>
            <AttachmentDescription Name="Thrasher Flek Cannons" Category="Ballistic" ModeIDName="Destroyer_ballistic_light" />
            <AttachmentDescription Name="Cloaking Device" Category="Cloaking" ModeIDName="Species" />
          </Attachments>
        </TokenDescription>
        <TokenDescription TokenID="Token_b02e3350-e67c-404b-a978-79c83464081" Hull="Cruiser" HullVariation="0" InitialPopulation="10">
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            <AttachmentDescription Name="Hard-Light Beams" Category="Beam" ModeIDName="Cruiser_beam_light" />
            <AttachmentDescription Name="Damage Amplifier" Category="Damage Boost" ModeIDName="Species" />
            <AttachmentDescription Name="Defensive Warp" Category="Warping" ModeIDName="Species" />
          </Attachments>
        </TokenDescription>
        <TokenDescription TokenID="Token_41e5c2ad-a72d-4c08-87c5-bade5a755084" Hull="Battleship" HullVariation="1" InitialPopulation="3">
          <Attachments>
            <AttachmentDescription Name="Corona Beam" Category="Beam" ModeIDName="Turret_beam_heavy" />
            <AttachmentDescription Name="Gauss Cannons" Category="Ballistic" ModeIDName="Turret_ballistic_heavy" />
            <AttachmentDescription Name="Cloaking Device" Category="Cloaking" ModeIDName="Species" />
            <AttachmentDescription Name="Damage Amplifier" Category="Damage Boost" ModeIDName="Species" />
            <AttachmentDescription Name="Hard-Light Shield" Category="Shield" ModeIDName="Species" />
          </Attachments>
        </TokenDescription>
      </TokenDescriptions>
    </FleetDescription>
    <FleetDescription PlayerID="Player B" Species="2">
      <TokenDescriptions>
        <TokenDescription TokenID="Token_356cbb8-ba11e-4704-b8a1-d441d1c33e96" Hull="Battleship" HullVariation="1" InitialPopulation="2">
          <Attachments>
            <AttachmentDescription Name="Spike Missiles" Category="Missile" ModeIDName="Turret_missile_light" />
            <AttachmentDescription Name="Spike Missiles" Category="Missile" ModeIDName="Turret_missile_light" />
            <AttachmentDescription Name="Energy Shield" Category="Shield" ModeIDName="Species" />
            <AttachmentDescription Name="Hardened Shield" Category="Shield" ModeIDName="Species" />
          </Attachments>
        </TokenDescription>
      </TokenDescriptions>
    </FleetDescription>
  </FleetDescriptions>
</BattleScript>

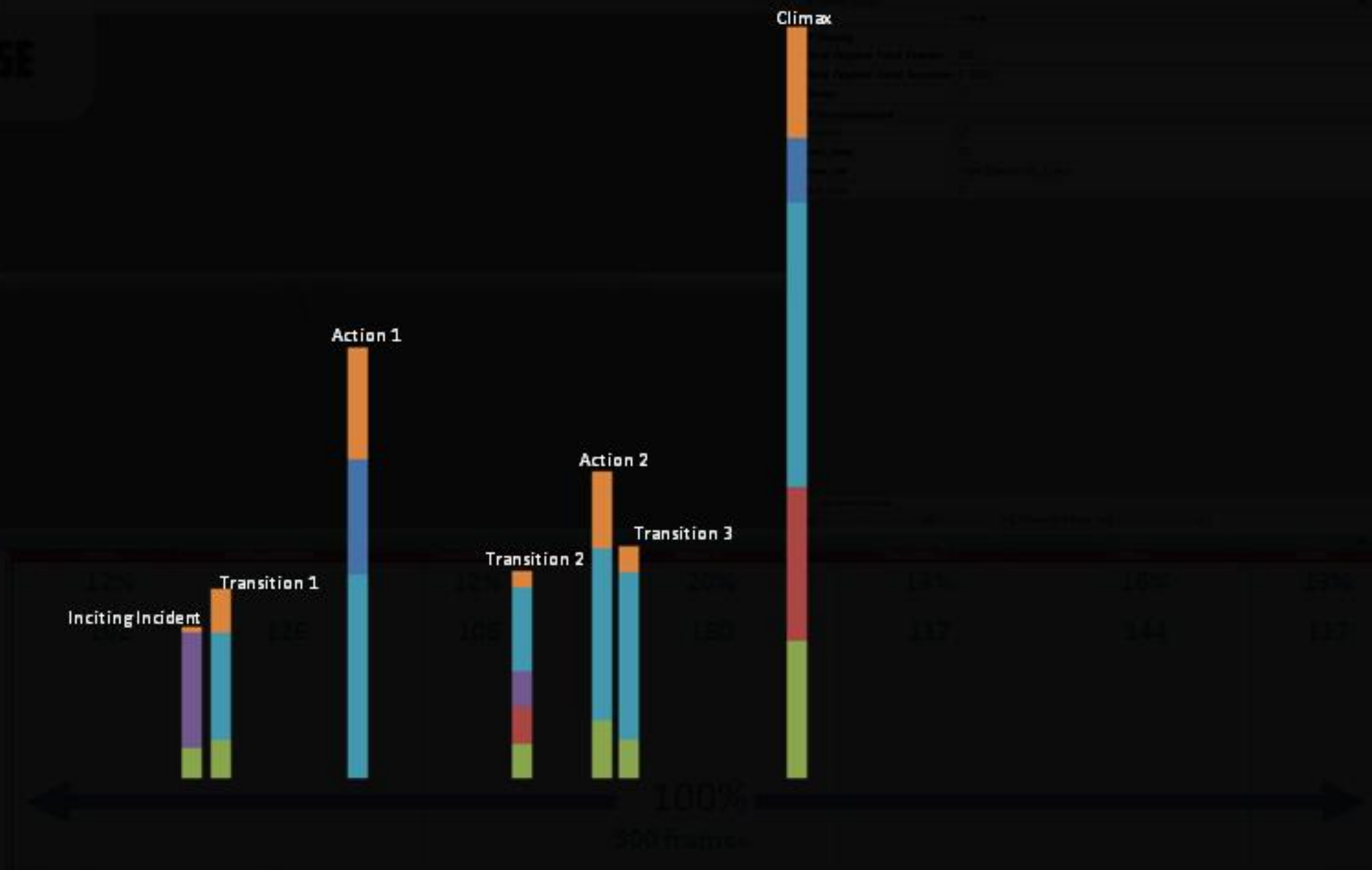
```







EDITING DATABASE



How the System Works

CINEMATIC GAME ENGINE



Direct X 11

Packaging



Tool Suite

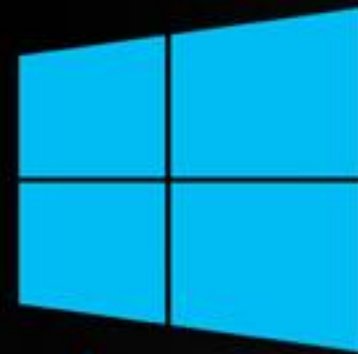
Initialization

HEXANE[®]
GAME ENGINE



The Cloud

- Cloud Operation
- Cloud Configuration
- Cloud File Serving



Windows Azure

Art Content

- Ships
- VFX
- Environments
- Post Effects













Rendering & Encoding

- Audio Mixing
- Pre/Post Roll
- Encoding & Delivery

Microsoft®
DirectX[®]11

HOW THE SYSTEM MANAGED



Check In & Build

		stdio <u>Sorted stdout</u> stdio with summary				stdio Build Server ServerDebug stdio	
07:07:33						Build Armada PCShip stdio <u>Sorted stdout</u> stdio with summary	
07:07:12							Build Viewer PC64Release stdio <u>Sorted stdout</u> stdio with summary
07:06:30			Build Armada PC64Release stdio <u>Sorted stdout</u> stdio with summary				Build viewer projects and solution stdio
07:06:12						Build Server ServerDebug stdio	
		Build Armada PCRelease stdio <u>Sorted stdout</u> stdio with summary					Build Armada PC64Ship stdio <u>Sorted stdout</u> stdio with summary
07:05:31							
07:05:29							
07:04:18						Build Armada PCRelease stdio <u>Sorted stdout</u> stdio with summary	
07:03:51					Build Armada pc64 data stdio graph		Build Armada PC64Release stdio <u>Sorted stdout</u> stdio with summary
07:03:25			Build Armada PC64Debug stdio <u>Sorted stdout</u> stdio with summary	Build Armada pc data stdio graph			Build Armada PC64Release stdio <u>Sorted stdout</u> stdio with summary
		Build Armada PCDebug stdio <u>Sorted stdout</u> stdio with summary					
07:00:45							
07:00:35		Build Armada projects and solution stdio	Build Armada projects and solution stdio			Build Armada projects and solution stdio	Build Armada projects and solution stdio
						Update Version Number stdio	Update Version Number stdio
		p4 sync to (748994) stdio				p4 sync to (748994) stdio	p4 sync to (748994) stdio
07:00:01		Build 844				Build 1770	Build 1830
			p4 sync to (748994) stdio	p4 sync to (748994) stdio	p4 sync to (748994) stdio		

Email / Physical Notification

- Traditional Blame Thrower
- Physical Indication



Automated Scripts \ Smoke Tests

- Battle Script Creation
- TTY, Debug Capture & Packaging

Auditioner Page

[Home](#)
[Galactic Reign](#)
[Galactic Reign Video Auditioner Page](#)



Galactic Reign Video Auditioner Page

Build CL: 749006
 Build Status: Success
 Rendering Video: 38/38
 Videos Failed: 0

Active CL: 749006

```

  1. AllMusic, Demo, /100
  2. Army, Demo, /100
  3. Battlefield, Demo, /100
  4. Ghostlighter, Demo, /100
  5. Venge, Demo, /100
  6. Shockwaves, Demo, /100
  7. Targhader, Demo, /100
  8. All in, Demo, /100
  9. All, /100
  10. Battle, in, production, /100
  11. C, in, /100
  12. Conch, in, production, /100
  13. Conch, in, production, /100
  14. Conch, in, production, /100
  15. Conch, in, production, /100
  16. Conch, in, production, /100
  17. Conch, in, production, /100
  18. Conch, in, production, /100
  19. Conch, in, production, /100
  20. Conch, in, production, /100
  21. Conch, in, production, /100
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  43. Conch, in, production, /100
  44. Conch, in, production, /100
  45. Conch, in, production, /100
  46. Conch, in, production, /100
  47. Conch, in, production, /100
  48. Conch, in, production, /100
  49. Conch, in, production, /100
  50. Conch, in, production, /100
  
```



Building Results: 2013-1-14

HFS – Http File Server

The screenshot displays the HFS HTTP File Server 2.2f interface. The title bar indicates 'HFS ~ HTTP File Server 2.2f' and 'Build 155'. The interface includes a menu bar with 'Menu', 'Port: 80', and 'You are in Expert mode'. A status bar at the top shows 'Open in browser http://2.53716.112/AuditionerMovies/'. The main area is divided into a 'Virtual File System' on the left and a 'Log' on the right. The 'Virtual File System' shows a folder named 'AuditionerMovies'. The 'Log' displays a list of file requests and downloads, including timestamps, IP addresses, and file names. A progress bar at the bottom shows the current download status for 'QBR_720p.mp4'.

IP	Filename	Status	Speed	Time left	%
2.53716.2.53716	QBR_720p.mp4	66,802,116 / 73,666,...	15432.3 KB/s	-	90%

Connections: 12 Out: 15432.3 KB/s In: 0.0 KB/s Total Out: 1213.44 GB Total In: 11.70 MB VFS: 2 items



PHP / Python Backend

- Data Acquisition
- Build Iteration & Display

```

$output = "";
// Build Machine Server Root
$serverRoot = "http://11210112 112/AuditionerMovies/";

// Load Video Information & History File
$videoInfo = parse_ini_string(file_get_contents($serverRoot."TestInfo.ini"), True);

if($videoInfo == false)
{
    $output .= '<div style=" color: red; font-size: 200%;"><center>Unable to Find Server </center></div>';
}

$historyInfofile = $videoInfo[HISTORY][HISTORYINFO];

$historyInfo = parse_ini_string(file_get_contents($serverRoot.$historyInfofile), True);

// Collect Information
$activeCL = $videoInfo[ACTIVE][CL];
$activePlaylist = $historyInfo[$activeCL][VIDEO];

$buildStatus = $videoInfo[BUILD][STATUS];
$buildProgress = $videoInfo[BUILD][PROGRESS];
$buildCL = $videoInfo[BUILD][CL];

$failVideo = $serverRoot.$videoInfo[ERRORS][FALLBACKVIDEO];

$historyDate = $videoInfo[HISTORY][HISTORYDATE];

$failLogFile = $serverRoot.$historyDate."/CL".$buildCL."/Failed.log";

$failLog = "";

// Data mine Fail Logs

$failLogFileHandle = fopen($failLogFile, "r") or exit("Unable to open file!");
//Read Lines and get the total line count
if (Fail) {
    //Data mine Fail Logs

```


Video Cataloging / Player

- Build Playlist
- Review & Presentation

Galactic Reign Video Auditor Page

Build CL: 749006
 Build Status: Success
 Rendering Video: 38/38
 Videos Failed: 0

Active CL: 749006

1. Albatross, Demo, 1/100
 2. Albatross, Demo, 1/100
 3. Albatross, Demo, 1/100
 4. Albatross, Demo, 1/100
 5. Albatross, Demo, 1/100
 6. Albatross, Demo, 1/100
 7. Albatross, Demo, 1/100
 8. Albatross, Demo, 1/100
 9. Albatross, Demo, 1/100
 10. Albatross, Demo, 1/100
 11. Albatross, Demo, 1/100
 12. Albatross, Demo, 1/100
 13. Albatross, Demo, 1/100
 14. Albatross, Demo, 1/100
 15. Albatross, Demo, 1/100
 16. Albatross, Demo, 1/100
 17. Albatross, Demo, 1/100
 18. Albatross, Demo, 1/100
 19. Albatross, Demo, 1/100
 20. Albatross, Demo, 1/100
 21. Albatross, Demo, 1/100
 22. Albatross, Demo, 1/100
 23. Albatross, Demo, 1/100
 24. Albatross, Demo, 1/100
 25. Albatross, Demo, 1/100
 26. Albatross, Demo, 1/100
 27. Albatross, Demo, 1/100
 28. Albatross, Demo, 1/100
 29. Albatross, Demo, 1/100
 30. Albatross, Demo, 1/100
 31. Albatross, Demo, 1/100
 32. Albatross, Demo, 1/100
 33. Albatross, Demo, 1/100
 34. Albatross, Demo, 1/100
 35. Albatross, Demo, 1/100
 36. Albatross, Demo, 1/100
 37. Albatross, Demo, 1/100
 38. Albatross, Demo, 1/100
 39. Albatross, Demo, 1/100
 40. Albatross, Demo, 1/100



Building Results: 2013-1-14



Logs and Failure Display

[illegible]

                     	TTY	MIG	SPL	2:38
MovieName	TTY	MIG	SPL	2:49

761218	88:58 Mins			
Script	TTY	MIG	SPL	Render
0230_05	TTY	MIG	SPL	0:57
Q_afterburner_demo	TTY	MIG	SPL	0:49
Q_arrow_demo	TTY	MIG	SPL	1:21
Q_betterwin_factory	TTY	MIG	SPL	1:57
Q_ghostblade_demo	TTY	MIG	SPL	1:36
Q_jetset_demo	TTY	MIG	SPL	1:33
Q_ghostblades_demo	TTY	MIG	SPL	1:51
Q_ghostblade_demo	TTY	MIG	SPL	1:45
Q_ghostblade_demo	TTY	MIG	SPL	2:38
Q_ghostblade_demo	TTY	MIG	SPL	2:49
Q_ghostblade_demo	TTY	MIG	SPL	1:22
0230_vs_040	TTY	MIG	SPL	0:32
corsets_vs_helicopterfactory	TTY	MIG	SPL	2:35
corsets_vs_fishbeige	TTY	MIG	SPL	2:15

[illegible]

Composed by Max:

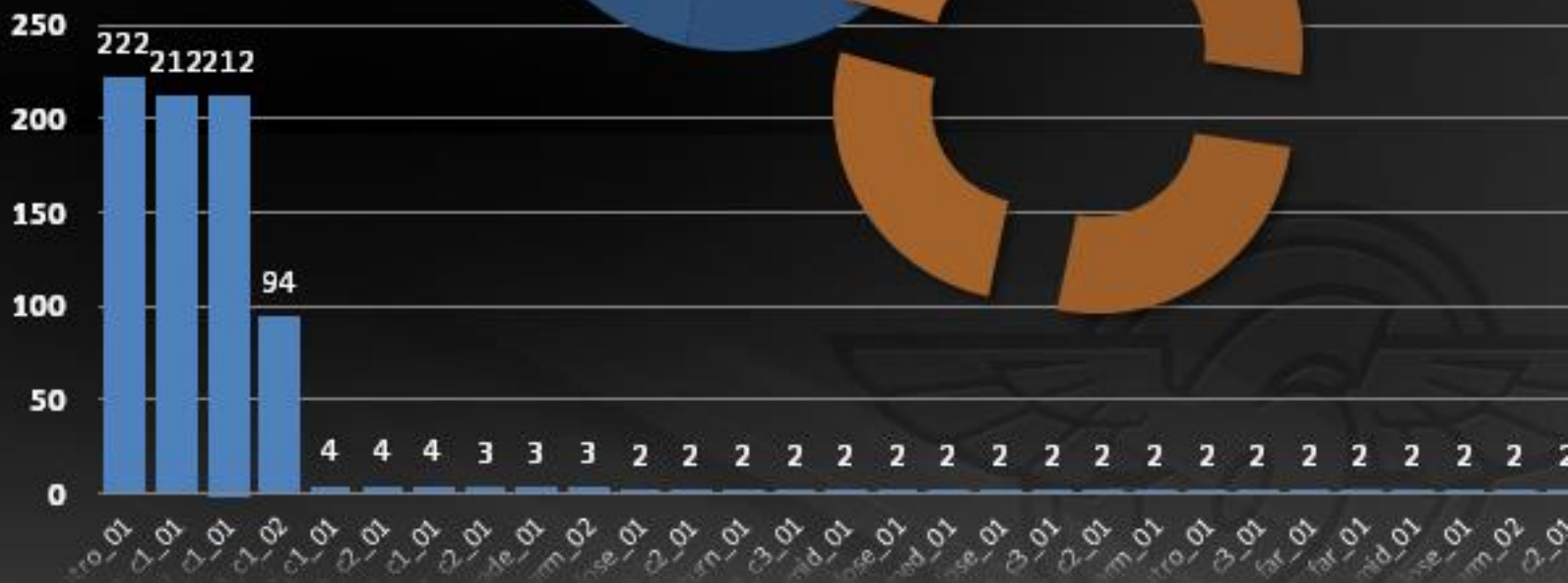
[illegible]

Composed by Average with 0.750000 shot category weigh

	X	X
	X	X
-----	X	X

Statistics Scripts

- Animation Usage Stats
- Sound FX Stats
- VFX Stats



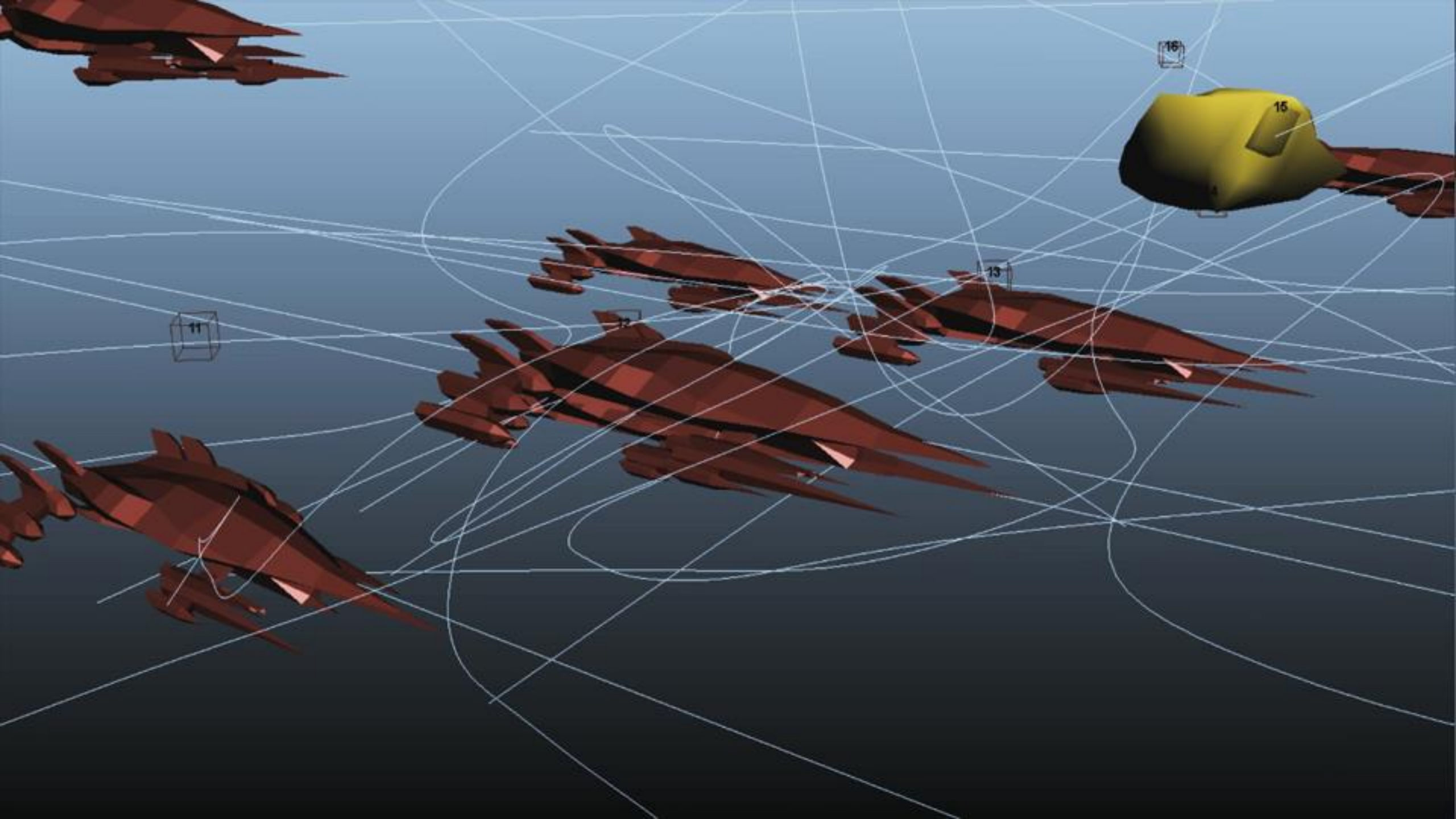
HOW THE GAME IS ANIMATED



How the Game is Animated

MAYA TOOLS





ANIMATIONS



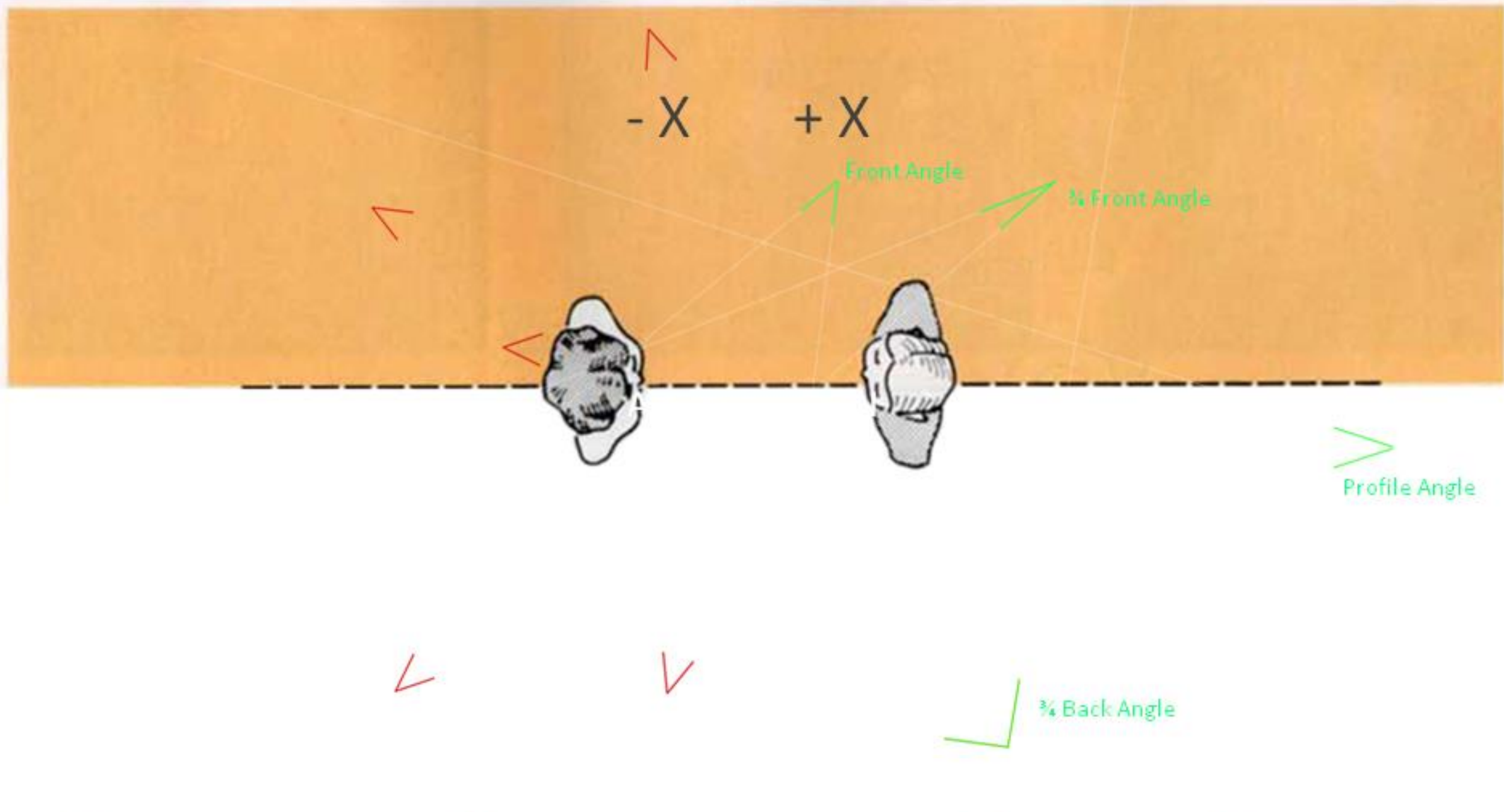
Attacking
➡➡➡ +Z

OVERVIEW OF SHIP ANIMATIONS

Defending
-Z <<<



0



➤ *Animation Issues*

- Animations needed to frame up 'Ship 1' at all times
- Hindered camera selection
- Better AI in camera system would have helped to determine population needed in fleet size and in frame.



How the Game is Animated

EDITING WITH PLAYHOUSE

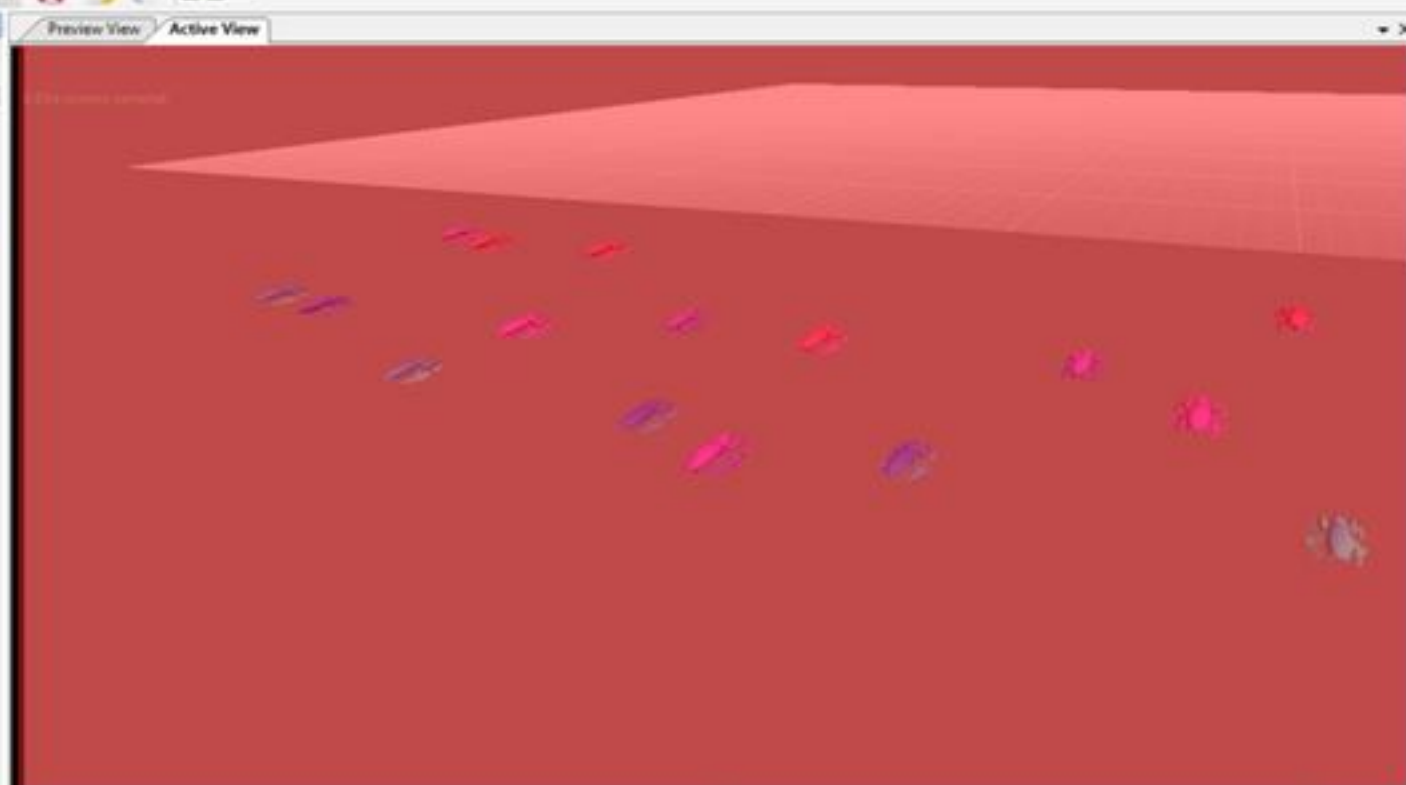


Removing Data Stomping



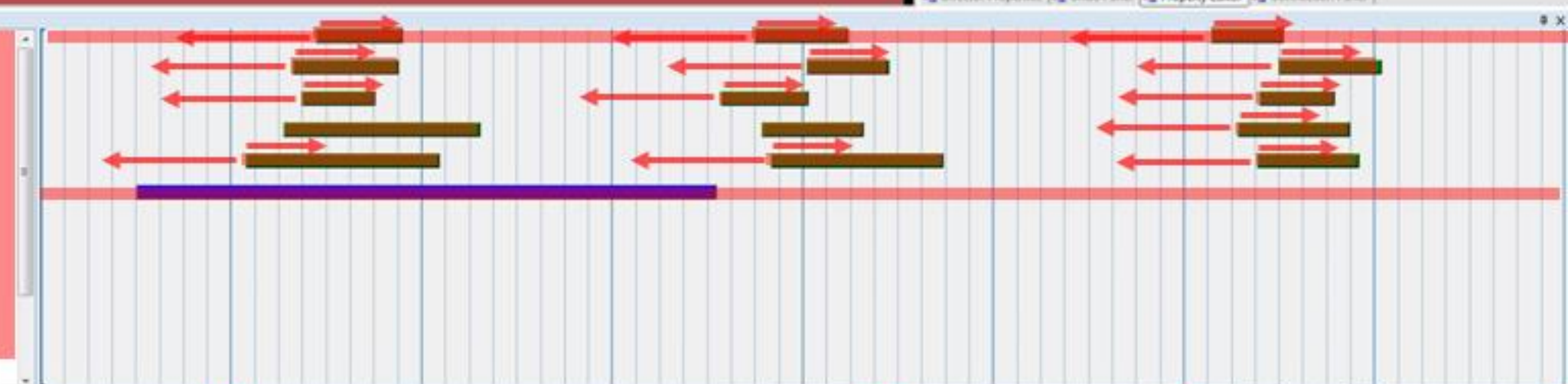


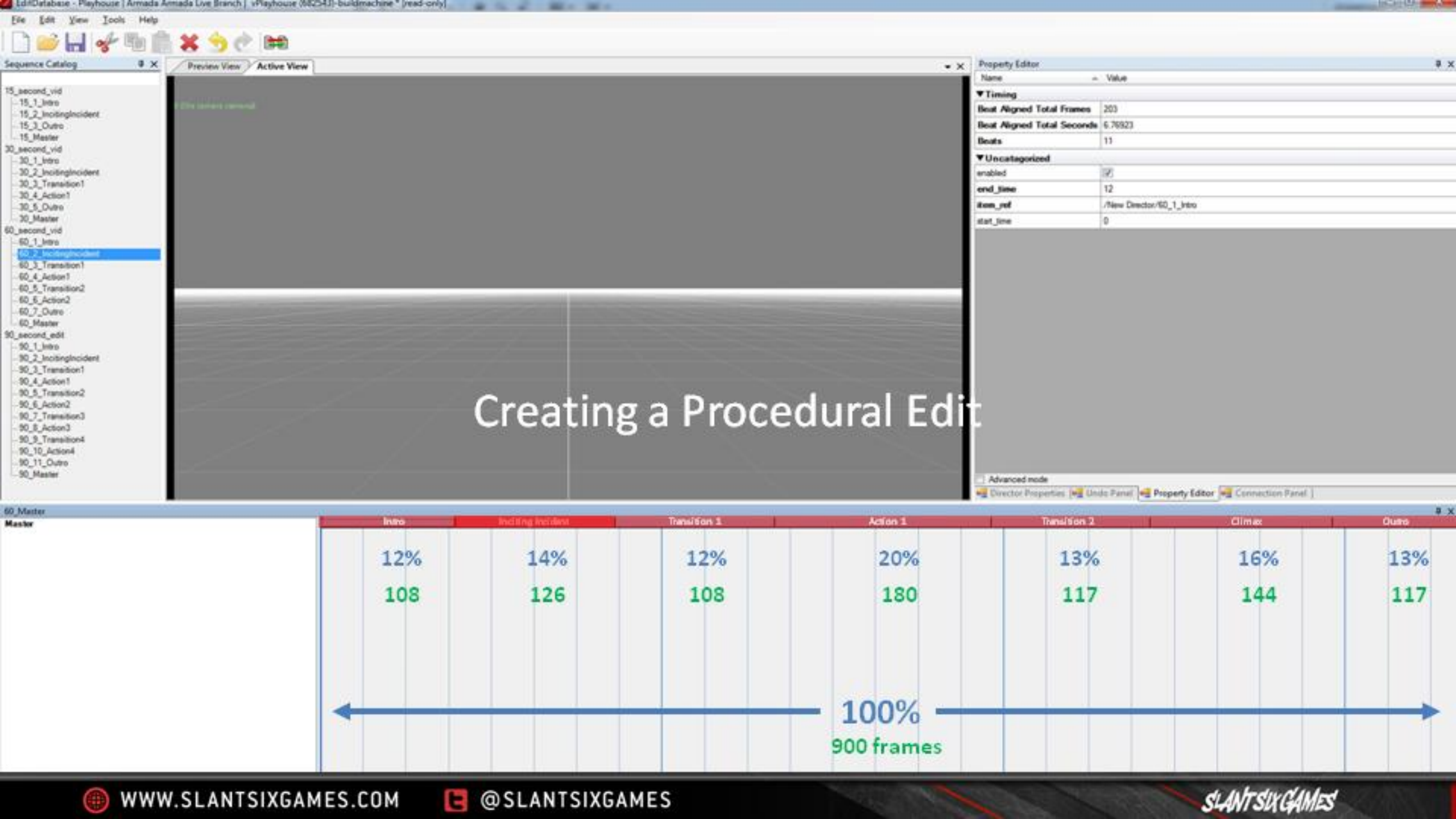
- backgrounds
- Class01
 - C1_advance_01
 - C1_attack_C1_dogfight_01
 - C1_attack_C1_dogfight_02
 - C1_attack_C1_dogfight_03
 - C1_attack_C3_dogfight_01
 - C1_attack_C3_dogfight_02
 - C1_attack_close_01
 - C1_attack_far_01
 - C1_attack_mid_01
 - C1_attack_swarm_C1_01
 - C1_attack_swarm_C1_02
 - C1_attack_swarm_C1_03
 - C1_attack_swarm_C1_04
 - C1_attack_swarm_C1_05
 - C1_attack_swarm_C1_06
 - C1_attack_swarm_C1_07
 - C1_attack_swarm_C1_08
 - C1_attack_swarm_C2_01
 - C1_attack_swarm_C2_02
 - C1_attack_swarm_C2_03
 - C1_attack_swarm_C3_01
 - C1_attack_swarm_C3_02
 - C1_attack_swarm_C3_03
 - C1_attack_swarm_C4_01
 - C1_attack_swarm_C4_02
 - C1_attack_swarm_C4_03
 - C1_attack_swarm_C4_04
 - C1_attack_swarm_C4_05
 - C1_attack_swarm_C4_06
 - C1_attack_swarm_C5_01
 - C1_attack_swarm_C5_02
 - C1_attack_swarm_C5_03



Name	Value
Action_ID	201
arm	do:back 1:armature:C1_attack_mid_01.dae
Attack-Defend	Attack
blendInAllowed	<input type="checkbox"/>
category	Strike
distance	Close
enabled	<input checked="" type="checkbox"/>
end_time	243
ingAllowed	<input checked="" type="checkbox"/>
MaxScale	
name	
Owner	One
pattern	
Species	NA
start_time	0
STATUS	WIP
sub-category	Strike normal
Target	NA
variant	0

- camera1 Audio
- camera2 Audio
- camera3 Audio
- camera4 Audio
- camera5 Audio
- ship0001_root
- ship0002_root
- ship0003_root
- ship0004_root
- ship0005_root
- ship0006_root
- ship0007_root
- ship0008_root
- ship0009_root
- ship0010_root
- ship0011_root
- ship0012_root
- ship0013_root





- 15_second_vid
 - 15_1_Intro
 - 15_2_IncitingIncident
 - 15_3_Outro
 - 15_Master
- 30_second_vid
 - 30_1_Intro
 - 30_2_IncitingIncident
 - 30_3_Transition1
 - 30_4_Action1
 - 30_5_Outro
 - 30_Master
- 60_second_vid
 - 60_1_Intro
 - 60_2_IncitingIncident
 - 60_3_Transition1
 - 60_4_Action1
 - 60_5_Transition2
 - 60_6_Action2
 - 60_7_Outro
 - 60_Master
- 90_second_vid
 - 90_1_Intro
 - 90_2_IncitingIncident
 - 90_3_Transition1
 - 90_4_Action1
 - 90_5_Transition2
 - 90_6_Action2
 - 90_7_Transition3
 - 90_8_Action3
 - 90_9_Transition4
 - 90_10_Action4
 - 90_11_Outro
 - 90_Master

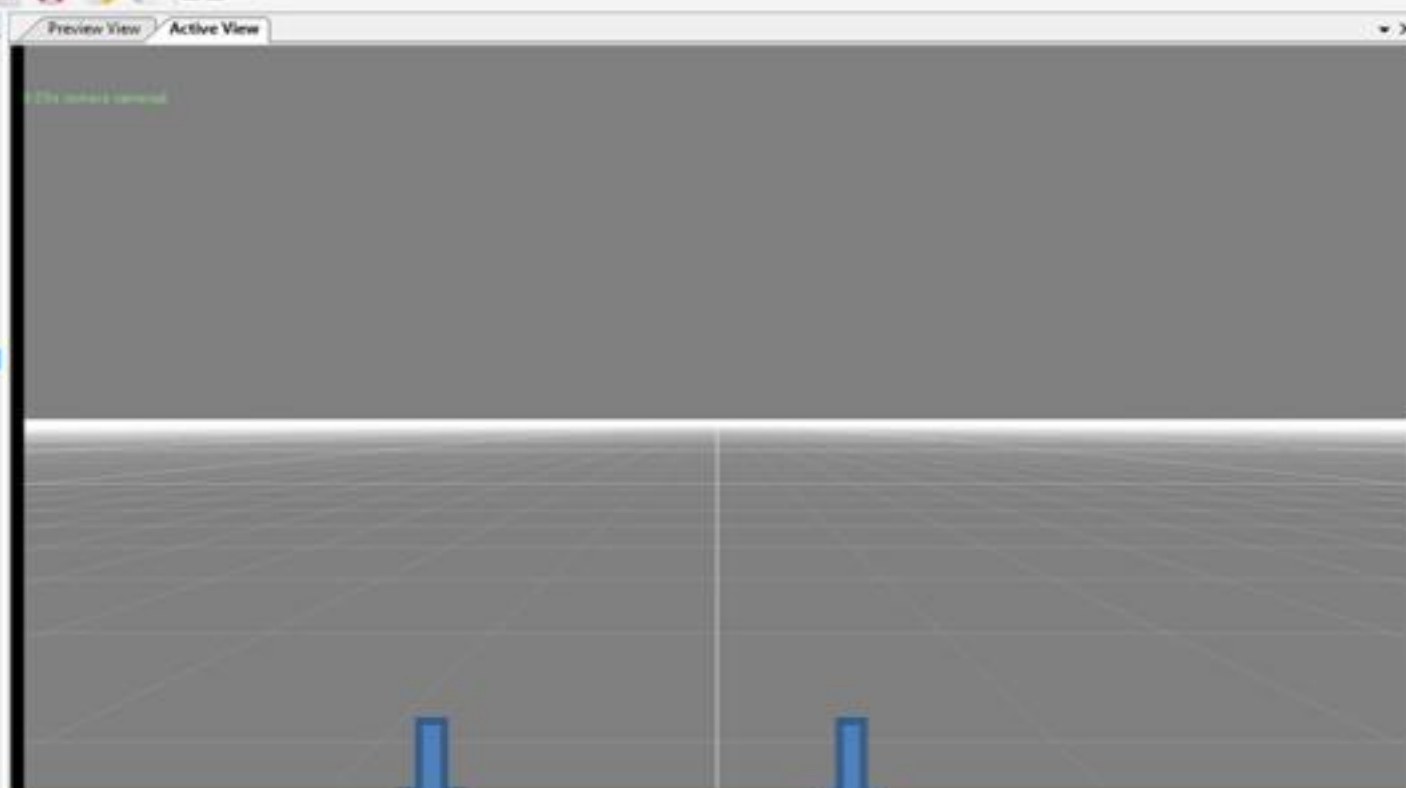
Name	Value
▼Timing	
Best Aligned Total Frames	203
Best Aligned Total Seconds	6.76923
Beats	11
▼Uncategorized	
enabled	<input checked="" type="checkbox"/>
end_time	12
item_ref	/New Director/60_1_Intro
start_time	0

Creating a Procedural Edit

Master	Intro	Inciting Incident	Transition 1	Action 1	Transition 2	Climax	Outro
	12%	14%	12%	20%	13%	16%	13%
	108	126	108	180	117	144	117
	← 100% 900 frames →						



- 15_second_vid
 - 15_1_intro
 - 15_2_incitingIncident
 - 15_3_Outro
 - 15_Master
- 30_second_vid
 - 30_1_intro
 - 30_2_incitingIncident
 - 30_3_Transition1
 - 30_4_Action1
 - 30_5_Outro
 - 30_Master
- 60_second_vid
 - 60_1_intro
 - 60_2_incitingIncident
 - 60_3_Transition1
 - 60_4_Action1
 - 60_5_Transition2
 - 60_6_Action2
 - 60_7_Outro
 - 60_Master
- 90_second_vid
 - 90_1_intro
 - 90_2_incitingIncident
 - 90_3_Transition1
 - 90_4_Action1
 - 90_5_Transition2
 - 90_6_Action2
 - 90_7_Transition3
 - 90_8_Action3
 - 90_9_Transition4
 - 90_10_Action4
 - 90_11_Outro
 - 90_Master



Name	Value
▼ Timing	
Best Aligned Total Frames	72
Best Aligned Total Seconds	2.4123
▼ Uncategorized	
Category	Reset
enabled	<input checked="" type="checkbox"/>
end_time	100
focus	Default
OtherCategory	Default
start_time	72



60_2_incitingIncident damageDelt



➤ *Casting System Issues*

- System was only designed initially to handle 1 fleet vs. another at any time.
- Issues started to arise when there were multiple fleets attacking one another in the game
- Continuity was an ongoing issue with background ships in placement and in action.



Sequence Catalog

Preview View Active View

Property Editor

Name Value

backgrounds

Class01

C1_advance_01	12.033 s	1294.2	36	19
C1_attack_C1_dogfight_01	8.033 s	1294.5	36	19
C1_attack_C1_dogfight_02	8.033 s	1294.5	36	19
C1_attack_C1_dogfight_03	8.033 s	1294.4	36	19
C1_attack_C3_dogfight_01	6.36667 s	1294.7	36	20
C1_attack_C3_dogfight_02	4.4 s	1294.5	36	20
C1_attack_close_01	8.033 s	1294.5	36	20
C1_attack_far_01	8.033 s	1294.5	36	20
C1_attack_mid_01	8.03333 s	1294.5	36	20
C1_attack_swarm_C1_01	10.033 s	1294.5	36	20
C1_attack_swarm_C1_02	8.033 s	1294.10	36	26
C1_attack_swarm_C1_03	8.03333 s	1294.4	36	20
C1_attack_swarm_C1_04	8.03333 s	1294.3	36	20
C1_attack_swarm_C1_05	8.033 s	1294.3	36	20
C1_attack_swarm_C1_06	8.033 s	1294.3	36	20
C1_attack_swarm_C1_07	8.03333 s	1294.4	36	20
C1_attack_swarm_C1_08	8.03333 s	1294.3	36	20
C1_attack_swarm_C2_01	8.033 s	1294.5	36	26
C1_attack_swarm_C2_02	10.0333 s	1294.5	36	20
C1_attack_swarm_C2_03	10.033 s	1294.3	36	20
C1_attack_swarm_C3_01	6.7 s	1294.7	36	20
C1_attack_swarm_C3_02	7.367 s	1294.4	36	20
C1_attack_swarm_C3_03	8.033 s	1294.6	36	20
C1_attack_swarm_C4_01	8.033 s	1294.4	36	20
C1_attack_swarm_C4_02	8.033 s	1294.4	36	20
C1_attack_swarm_C4_03	8.033 s	1294.6	36	20
C1_attack_swarm_C4_04	8.033 s	1294.6	36	20
C1_attack_swarm_C4_05	8.033 s	1294.5	36	20
C1_attack_swarm_C4_06	8.03333 s	1294.3	36	20
C1_attack_swarm_C5_01	8.033 s	1294.5	36	20
C1_attack_swarm_C5_02	8.033 s	1294.6	36	20
C1_attack_swarm_C5_03	8.033 s	1294.6	36	20
C1_damage_close_01	8.033 s	1294.2	36	5
C1_damage_close_02	4.033 s	1294.5	36	1
C1_damage_swarm_C1_01	8.033 s	1294.6	36	11
C1_damage_swarm_C2_01	8.033 s	1294.2	36	7
C1_damage_swarm_C3_01	8.033 s	1294.2	36	9
C1_damage_swarm_C4_01	8.033 s	1294.2	36	5
C1_damage_swarm_C4_02	8.033 s	1294.1	36	20
C1_damage_swarm_C4_03	8.033 s	1294.1	36	20
C1_damage_swarm_C4_04	8.033 s	1294.1	36	20
C1_damage_swarm_C5_01	8.033 s	1294.2	36	5
C1_damage_swarm_C5_02	8.033 s	1294.3	36	20
C1_damage_swarm_C5_03	8.033 s	1294.3	36	20
C1_defend_engage_close_01	8.033 s	1294.5	36	10
C1_defend_evade_close_01	8.033 s	1294.2	36	8
C1_defend_evade_close_02	8.033 s	1294.2	36	8

4:15:30:00:00:00

ENDING AN ANIMATION THAT FITS THE SHOT CALLED

Advanced mode

Director Properties Undo Panel Property Editor

Build Output

☒ Commands on C ☒ Retrieved from Cache

Build Output Error List







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